

Watchtower Titan

The Diviso Mandati is a completely unique force in the Imperium. Their task, as originally laid out by the Emperor himself, is to bring the *pax Imperia* to any world they locate. In effect, they are missionaries tasked with bringing the Emperor's light to worlds where it is not yet known. Their methodology for doing this, however, is where they break from established force layout.

Originally the Diviso Mandati was provided with a legion of Emperor titans. Each one of these massive machines was assigned to a particular Mandati temple ship. When the temple ship reached a planet, the titan would be lowered to its surface where it would serve as a mobile platform for preaching the Emperor's word, and a powerful enforcer of Imperial will if it became necessary. As the Mandati is technically a division of the Adeptus Arbites, this makes these titans the only ones not under the direct command of Mars.

After the heresy, however, the Divisio has found it more and more difficult to maintain their aging legion and obtain replacement titans on those rare occasions when one is lost. Further, while they can trace their origins to Imperial decree, they have become a bit of a relic and are more tolerated than celebrated. Further, the masters of Mars are to this day still irked that some of the most potent symbols of the machine god's strength are not within their care.

For these reasons, the Mandati recently reached an agreement with the Adeptus Mechanicus to have manufactured a slightly smaller platform to continue their task. The new watchtower titan comprises a slightly smaller cathedral suitable for the prayer and preaching of the Mandati which is mounted on the smaller and more readily constructed warlord titan chassis. This new design is considered a good compromise by both sides and the increased availability of production has meant that temple ships can now carry 2 or even three separate platforms and can initiate landings for almost 1/3 of the original cost in materials.

Watchtower Titan						
	Points	BS	Armor			WS
			front	side	rear	
Watchtower Titan	1425	4	14	14	14	4

Type: Walker, minimum movement 6 inches, maximum movement 12 inches, must move in 6 inch increments. A Warlord can fire all its weapons while moving.

Structure: 9 points.

Crew: 12 Mandati Representatives

Void Shields: The Watchtower carries six void shields.

Transport: A Watchtower transports up to 30 models which may be any combination of Arbitrator riot squads, Battle sister squads, or Inquisitorial storm trooper squads. The watchtower may also carry a Witchhunter Inquisitor and retinue or an Arbitrator Judge and Retinue. The points cost for the models chosen must be paid for separately.

Fire Points: Models in the cathedral can fire out the windows.

Access Points: The models in the cathedral may be unloaded via access ports in the legs.

Weapons: The Watch tower must select two weapons for the following points costs. A maximum of one weapon may be an assault weapon

Tactical Weapons

Plasma Blastgun: See Imperial Armor Update

Double-barreled Turbo Laser: See Imperial Armor Update

Titan Missile System: (+145 points)

Range	Str	AP	Special
12-72"	5	5	Heavy 4 Blast

Place all blast markers together as a barrage

A titan missile system is too small to use for bash attacks

Gatling Blaster (+310 points)

Range	Str	AP	Special
72"	8	3	Heavy/10 rending

Melta-Cannon (+225 points)

Range	Str	AP	Special
36"	8	1	Heavy 1, titan-killer (D6), 2D6 armor penetration

The melta cannon is represented by placing the teardrop template anywhere in range and resolving the above against every model touched if a hit is rolled, or against every model on a 4+ if a miss is rolled..

Volcano Cannon:	(+225 points)			
Range	Str	AP		Special
120"	10	2		Ordinance 1, titan-killer (D3)

Quake Cannon:	(+225 points)			
Range	Str	AP		Special
108"	8	3		Large Ordinance 1, Tank Hunter Blast, Titan-Killer (D3)

Assault Weapons (+210 Points)

Powerfist: A titan powerfist is designed to grab and rip apart enemy targets. The powerfist is strength 10 and counts as a power weapon, however it is only effective once it gets a grip. A Titan Powerfist does 2D3 structure damage when it causes a penetrating hit, and adds +1 to every roll on the penetrating hit table.

Battle claw: A titan battleclaw is basically a specially designed powerfist designed to grab and crush. A battle claw does D3 structure damage, and gets +2 to any and every roll on the glancing or penetrating hit table.

Chainfist: A titan chainfist is designed to make a mockery of armor, a chain fist rolls an extra 2D6 when rolling to penetrate armor, and also does 2D3 structure damage when it glances or penetrates.

Power Saw: The power saw when it hits can continue to chew through armor at an alarming rate. A power saw is strength 10 and a penetrating hit does D3 structure damage. A titan wielding a power saw gets to reroll an additional attack for every attack that hits an enemy.

Laser Burner: A laser burner is effectively a huge welding torch wielded as a weapon, like a power saw it is a very effective weapon when it hits. A laser burner is strength 10, every hit caused by a laser burner may be rerolled to try and score another hit, further every hit scored from the rerolls may be rerolled again and so on until a miss is rolled.

SPECIAL RULES

Cathedral: The back of the Watchtower is modified to mount a cathedral which is used as a place of worship and a home for the Mandati. As such it counts as a Devotional Bell (see FoM: Titan Legions) and is capable of transporting 45 models.

Massive: The Watchtower is a massive vehicle, and will crush everything in its path. A Watchtower ignores difficult and dangerous terrain effects and may not be locked in combat, except by another war machine.

Titan: A Watchtower is a Titan and uses the Targeting, Titan Tank Shock, Leg Armor, Titan Stomp!, and Engineer Repairs rules from Imperial Armor Update 2005 and the Bash Attacks special rule from FoM: Titan Legions.